
Subject: [Proposal] GLCtrl and textures

Posted by [jjacksonRIAB](#) on Thu, 18 Mar 2021 19:41:33 GMT

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I get the dreaded white texture of death rendering a quad and I discovered the only place I can get it to work is in GLPaint, but that kind of defies the purpose of creating a texture beforehand and binding it. I looked through the source for GLCtrl and could find no obvious hook for getting calls in right after a gl initialization call so I added a callback WhenGLInit and call it here:

```
void GLCtrl::ExecuteGL(Event<> paint, bool swap_buffers)
{
    MemoryIgnoreLeaksBlock __;

    glXMakeCurrent(s_Display, win, s_GLXContext);

    ONCELOCK {
        glewInit();
        WhenGLInit();
    }

    paint();

    if(swap_buffers)
        glXSwapBuffers(s_Display, win);
    else
        glFlush();

    glXMakeCurrent(s_Display, None, NULL);
}
```

Textures work fine after that. Is there some other hook that I can make calls right after GL has been initialized/context has been created and I simply missed it? Is there a more appropriate way to do this?

Subject: Re: GLCtrl and textures

Posted by [jjacksonRIAB](#) on Thu, 18 Mar 2021 20:13:16 GMT

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Or perhaps just add an empty override:

```
protected:
// Called on paint events
virtual void GLPaint() { WhenGLPaint(); }
virtual void GLInit() { };
```

```
void Init();
```

and call it after GL has been initialized in linux and win32

Subject: Re: GLCtrl and textures

Posted by [mirek](#) on Fri, 19 Mar 2021 12:04:23 GMT

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I am sorry as I am sort of "detuned" from OpenGL, but I believe that you can force the initializations by

```
GLCtrl::CreateContext();
```

call. If I remember well, it should be fine to create textures after that.

Mirek

Subject: Re: GLCtrl and textures

Posted by [jjacksonRIAB](#) on Fri, 19 Mar 2021 15:38:08 GMT

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Hmm, I already tried putting my call at the end of CreateContext and I got white textures of death. I'll follow execution and see if I'm getting a double-initialization somewhere. Thanks, Mirek.
